



City of San Diego

Community Orientation Workshop

Code Enforcement in San Diego

**Development Services Department
Code Enforcement Section**

May 17, 2014



City of San Diego

Development Services Department

- **Annual Department Budget of approximately \$57M**
- **588 Full Time Equivalent positions**
- **3 Divisions**
 - **Current Planning & Engineering**
 - **Current Planning, Discretionary Engineering**
 - **Building Construction & Safety**
 - **Submittal/Permit Issuance, Building Plan Check, Ministerial Engineering, Inspection**
 - **Code Enforcement**
 - **Code Enforcement, Local Enforcement Agency**



Code Enforcement Section

- **61 FTE including Management and Support Staff**
- **2 Field Teams with 35 Field Inspectors**
 - **Building and Housing Code Enforcement**
 - **Land Development and Zoning Enforcement**
- **Solid Waste Local Enforcement Agency**
 - **Annual Agency Budget of \$758K**
 - **6 FTE including Program Manager**
 - **Enforces Federal and State laws and regulations concerning safe and proper handling of solid waste**



Enforcement Priorities

- **Priority I**
 - **Imminent Health and Safety Hazards**
 - Unsecured pools
 - Exposed electrical wires
 - Unstable structures
 - **Environmental Protection**
 - Grading of environmental resources
 - Demolition of historic sites
- **Priority II**
 - **Serious Code Violations**
 - Substandard housing
 - Active unpermitted construction
 - Hazardous conditions
 - Inflammatory graffiti
 - Vacant and unsecured structures



Enforcement Priorities

- **Priority III**
 - **Significant Violations Adversely Impacting Quality Of Life**
 - **Garage conversions**
 - **Illegal dwelling units**
 - **Graffiti**
 - **Illegal uses**
 - **Noise disturbing two or more households**
 - **Existing unpermitted construction**
 - **Unpermitted accessory structures**
 - **Garage sales**
 - **Outdoor sales & display**



Enforcement Priorities

- **Low Priority**
 - **Minor violations with little safety threat**
 - **Elimination of off-street parking**
 - **Non-hazardous PROW and setback encroachments**
 - **Excessive storage**
 - **News-racks**
 - **Signs**
 - **Vehicle repair in residential areas**
 - **Over height fences**
 - **Lighting**
 - **Removal of required landscaping**
 - **RV, boat, and car parking on lawns**



Program Highlights

- **Abandoned Properties Program**
 - Expands VPP to include vacant lots and structures where nuisance exists and vacant structures in foreclosure process.
- **Foreclosure Registry Program**
 - Requires banks to register properties in foreclosure and pay fee
- **Code Enforcement Volunteers**
 - Community Planning Group based, trained by City staff
 - Eyes and ears of Code Enforcement Section
 - Some groups issue voluntary compliance letters

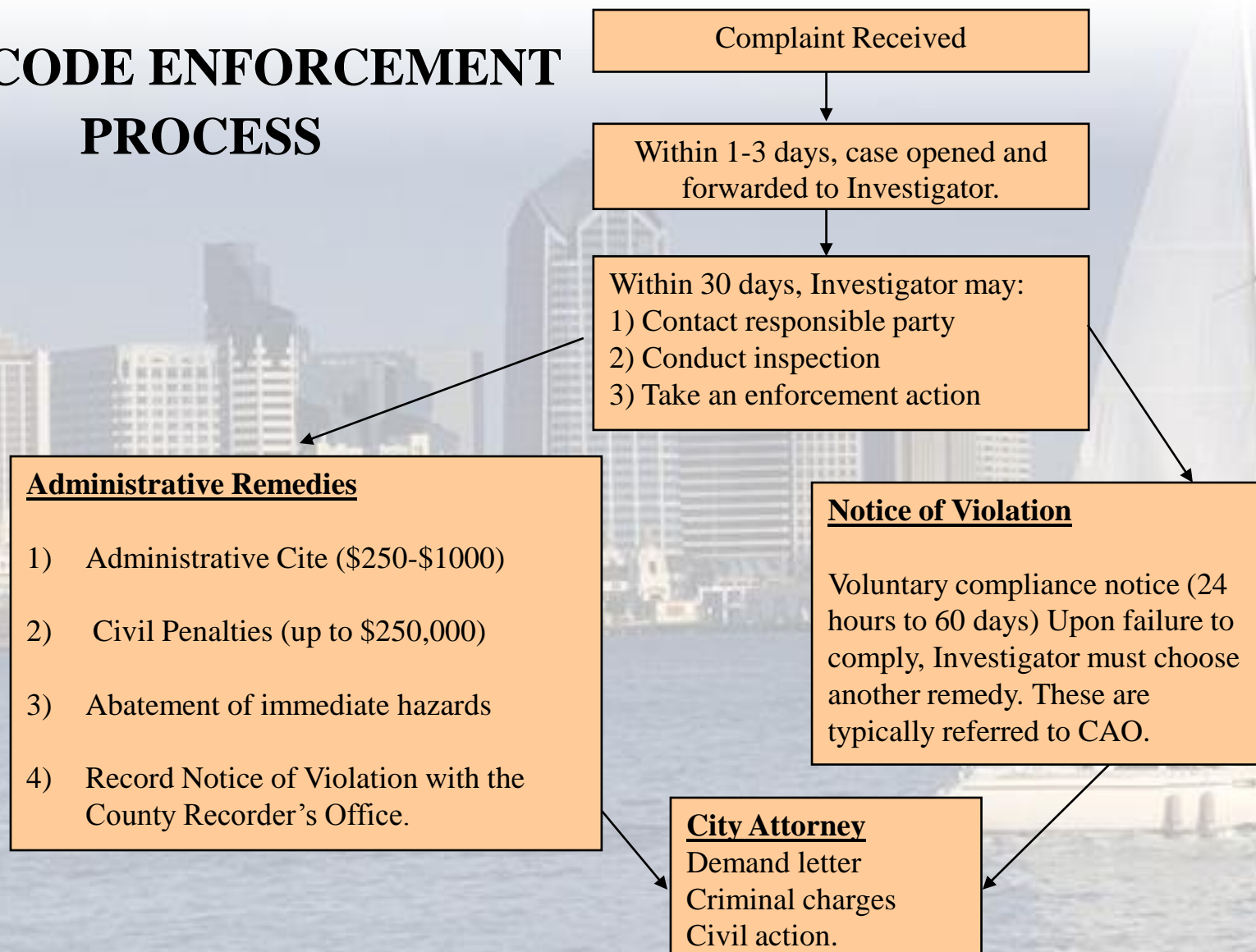


Program Highlights

- **Mobile Home Parks**
 - 41 Parks, 6584 lots
 - Inspect 20% per year under State of CA mandate
 - Respond to complaints from citizens
- **Unreinforced Masonry Structures**
 - Code requires seismic retrofit of older, unreinforced structures, initiated in 2008
- **Stormwater Pollution Prevention Plan**
 - City's Permit requires all property owners to comply with Stormwater BMP's
- **News racks**
 - \$20 annual permit fee
- **Utility Undergrounding**
 - Code Enforcement support for City's on-going utility undergrounding program



THE CODE ENFORCEMENT PROCESS





City of San Diego

Code Enforcement Section Before and After





City of San Diego

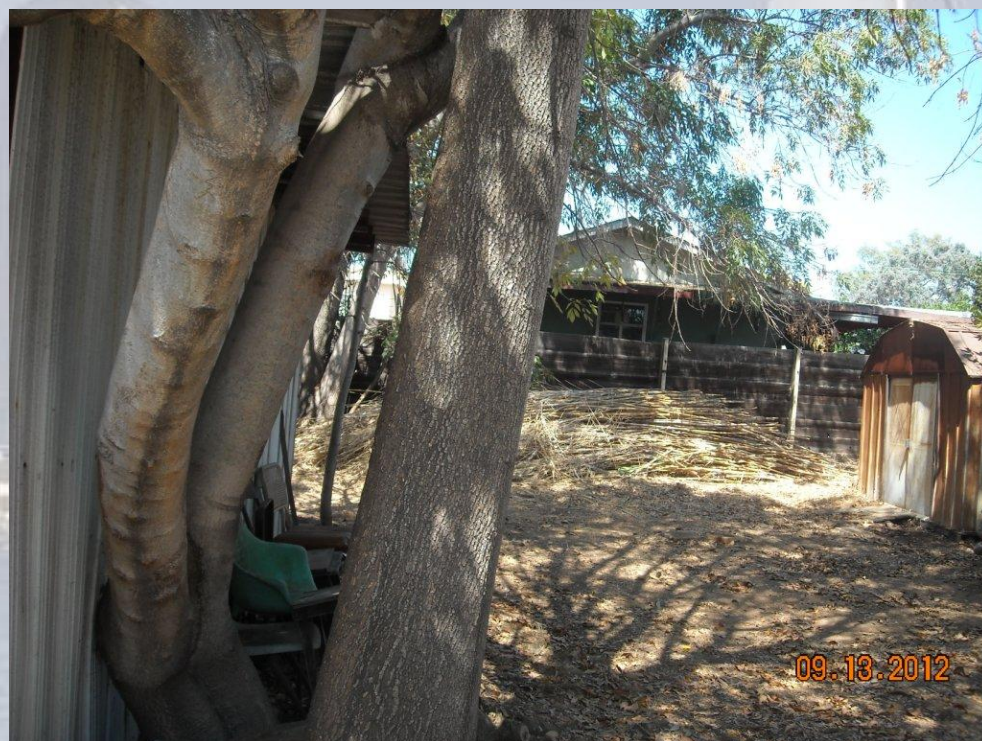
Code Enforcement Section Before and After





City of San Diego

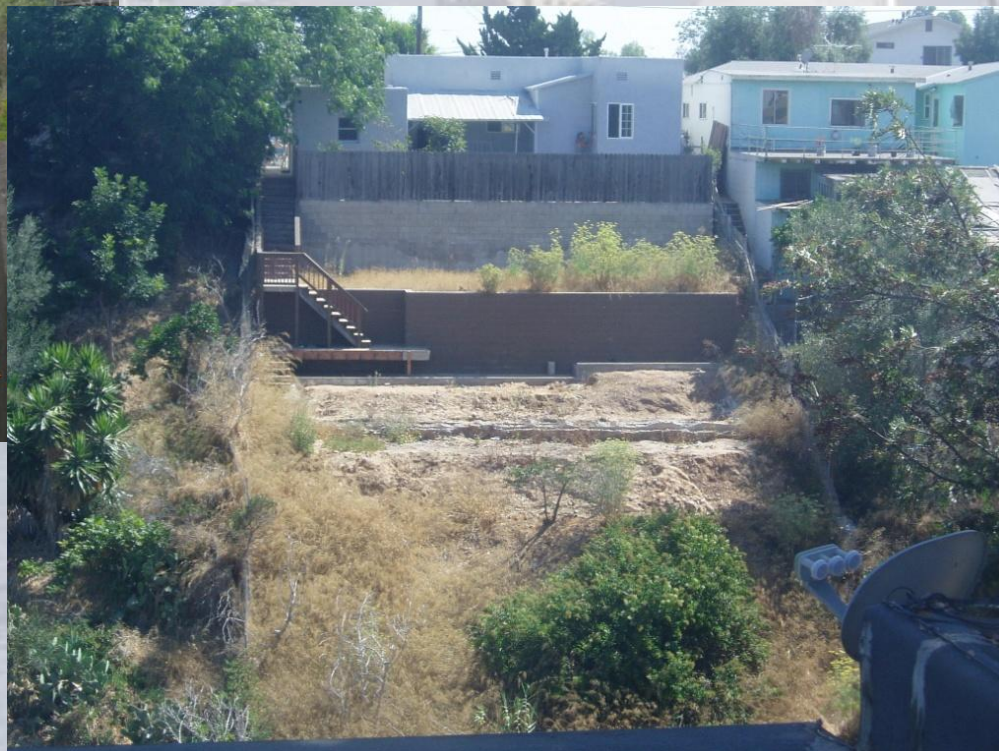
Code Enforcement Section Before and After





City of San Diego

Code Enforcement Section Before and After





City of San Diego

Code Enforcement Section Before and After





City of San Diego

Code Enforcement Section Before and After

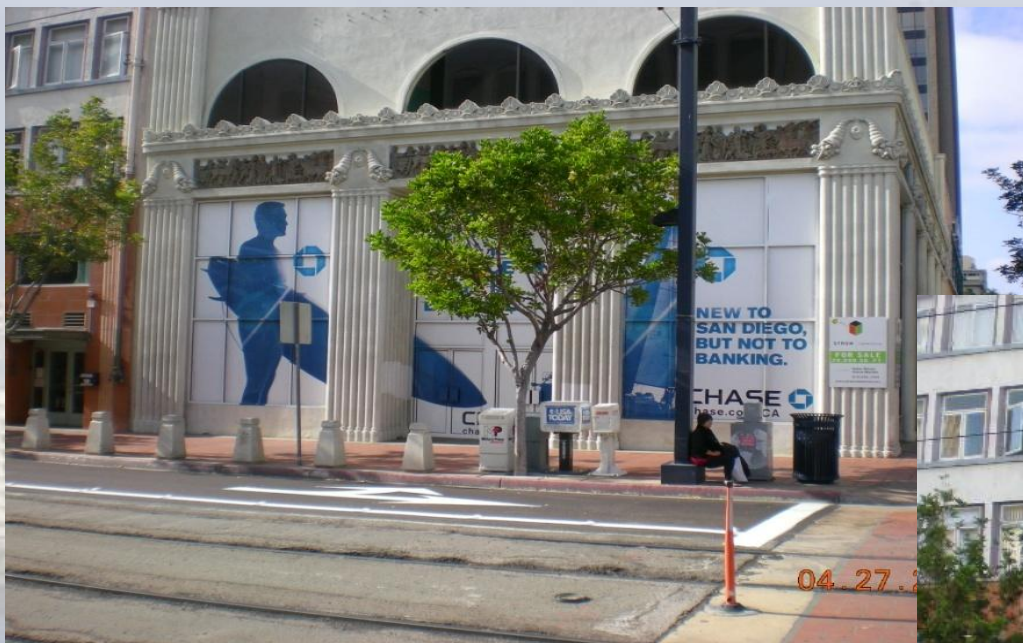




City of San Diego



Code Enforcement Section Before and After Photos





City of San Diego

Development Services Department

Code Enforcement Section

Questions?

Requests for Investigation: (619) 236-5500

<http://www.sandiego.gov/nccd/report/investigation.shtml>